

SONIC THE HEDGEHOG

An Unofficial RPG

Sonic the Hedgehog, An Unofficial Roleplaying Game

A 24 Hour RPG | Start - 9:10 pm, 31/08/'06 | Finish - 8:10 am 01/09/2006

A brief history of *Sonic the Hedgehog*

Sonic the Hedgehog has been around since 1991, when his videogame debut, entitled *Sonic the Hedgehog*, was released for the Sega Genesis. It featured revolutionary game-play with never before seen high speeds as Sonic the electric blue hedgehog ran, jumped, and super-span across our screens in his fight against the evil Dr. Robotnik.

Just a year later, *Sonic the Hedgehog 2* arrived on the scene and introduced an additional character, the fox Miles "Tails" Prower. Almost as fast as his hero Sonic, Tails achieved high speeds by spinning his two tails as he ran. He could also use these amazing appendages to achieve flight for short periods of time.

1993 was the year of the spin-offs in Sonic world, with the release of *Sonic CD*, *Sonic Chaos*, *Sonic Spinball*, and *Sonic Drift*. This year also saw the release of *SegaSonic*, in which Sonic worked alongside Mighty the Armadillo and Ray the Flying Squirrel to thwart Robotnik.

The release of *Sonic the Hedgehog 3* in 1994 introduced the character of Knuckles the Echidna, who had the ability to glide (previously possessed by Ray). He was introduced as a duped minion of Robotnik, but *Sonic & Knuckles* (released the same year) put control of the spunky red echidna in the hands of the players. *Sonic & Knuckles* featured innovative technology that allowed players to lock previous Sonic game cartridges onto the top of the *Sonic & Knuckles* cartridge, porting Knuckles into existing games with the exception of Sonic 1 (although if you attached Sonic 1 and left it long enough you could unlock a secret set of bonus stages).

1995 through 1997 were yet more spin-off years, most notably *Knuckles Chaotix* for the 32X which introduced new characters including Espio the Chameleon, Charmy Bee, Bomb and Heavy the rebel badniks, and Vector the Crocodile. Tails also got to star in some spin-off games, *Tails' Sky Patrol* and *Tails' Adventure*. Other games include *Sonic Championship*, an arcade fighter, *Sonic R*, a racer for the Sega Saturn, and *Sonic Schoolhouse*, an educational game!

1999 brought Sonic back on track, and in this author's opinion was the height of his career. This year saw the release of the spectacular *Sonic Adventure* for the Dreamcast, the cast of which included Amy Rose, Sonic, Tails, Knuckles, Big the Cat (who fished!?), and E-102 “Gamma” the robot. It also inexplicably renamed Robotnik "Eggman".

Sonic Adventure 2 was released in 2001, and introduced several more new characters including the treasure thief/government spy Rouge the Bat, and the ever-enigmatic Shadow the Hedgehog, created as "dark" opposites to Knuckles and Sonic respectively.

More recently, Sonic has been ported to non-Sega consoles in the face of Sega's continuing failure with its own consoles (I don't know why, they've been consistently good machines). Sonic has been ported to the Gameboy Advance and Gamecube, and Sonic Heroes was released for Gamecube, Playstation 2, and Xbox.

The themes of *Sonic the Hedgehog*

Sonic the Hedgehog is about freedom from oppression and heroic antics of all kinds. It is also about the corrupting influence of power, embodied in the character of Dr. Robotnik/Eggman. It is about doing the right thing and dedication to ones' beliefs - Sonic and pals all have power, but they use it to fight the villains of the game, and some have personal quests such as Knuckles' protection of the Master Emerald.

The setting of *Sonic the Hedgehog*

When playing a game of *Sonic the Hedgehog*, you have two choices as far as setting is concerned:

The original setting of Sonic (in the West) was

the planet Mobius, a world of anthropomorphic animals including Sonic and his fellow heroes. Only one known human lived on the planet, the scientist Dr. Kintobor who had left Earth to research in peace on Mobius. Dr. Kintobor helped Sonic achieve his super-speed, but in an accident involving the power of the chaos emeralds and a rotten egg, the kindly Kintobor was transformed into the corpulent, unpleasant, and thoroughly evil Dr. Robotnik. Robotnik continuously tried to enslave the Mobians by turning them into robots known as Badniks, and only Sonic and his ever-increasing band of allies stood in his way. Use this setting for classic, retro Sonic gaming, where the only things Sonic and Co have to worry about are Badniks, spike pits, and the machinations of Robotnik and the occasional mercenary animal.

In Japan, Sonic was always assumed to be set on Earth, or at least an alternate version of Earth. In more recent games (from Sonic Adventure onwards) in which the heroes have moved among and interacted with a human backing cast, this alternate, possibly near-future Earth setting has become accepted international canon. If you use this setting, you are including other human elements than the evil Robotnik, not least of all technologies which might be used to counter his own. Be prepared to take non-villainous human influences on board.

How to use Sonic the Hedgehog, An Unofficial RPG

Sonic the Hedgehog, an Unofficial RPG is a roleplaying game. This is a game that is played with a group of friends in which each player takes on the role of a character and dictates their speech and actions. These characters are known as Player Characters (PCs for short). One player is known as the GameMaster (or GM for short). It is the GM's responsibility to create the world and scenarios the PCs will act in, as well as populate them with Non-Player Characters (NPCs), which exist to make the world seem like a real, breathing one, not simply a static, non-evolving environment. NPCs may be allies, enemies, indifferent parties, or even minor character made up on the spot because a PC grabbed a random person in the middle of the street to ask directions. Whatever their role in the game, NPCs exist to give your world depth and the PCs an expanded cast with which to interact. For a more detailed discussion on the nature of roleplaying games, see Jeff Moore's article, Roleplaying in the Computer Age.

Glossary

The following words are not defined elsewhere in this document:

Ability: A special power/capability possessed by a character.
Attributes: Three key statistics that numerically define your character's capabilities. Ranked from 1-9.
d10: A 10-sided die (singular of dice). If you don't own one, there are many dice-rolling programs available online.
Species: The type of animal your character is. For the purposes of this game, "Species" also encompasses robots, humans, or any other potential character types.

Creating a Character

Follow the steps below to create a character for use in the Sonic the Hedgehog game.

STEP 1: Choose your character's Species. Animals previously used in the Sonic series include hedgehogs, foxes, squirrels, penguins, pigs, chameleons, crocodiles, bees, polar bears, ducks, cats, rabbits, armadillos, and more. Other possibilities include human characters and robots.

STEP 2: Name your character. You don't have to, but consider using the "Sonic Convention of Naming (or SCON!)": This convention states that a superfast hedgehog will be called Sonic, a dark hedgehog will be called Shadow, a two-tailed fox will be called Tails, a super-strong Armadillo will be called Mighty, a friendly Bee will be named Charmy, a chameleon will be called Espio, and a fist-fighting Echidna will be called Knuckles. Not all Sonic characters are named according to the SCON, including the hedgehog Amy Rose, the squirrel Sally Acorn, the penguin Tux, and the crocodile Vector.

STEP 3: Assign Attributes to your character. All characters (including NPCs) have the following Attributes:

> **Strength:** Strength measures your character's raw power. Use Strength to smash obstacles, jump high, and beat on Badniks!
> **Speed:** Speed measures your charac ter's… well, their speed. As well as determining who can move faster than who, use Speed to make and avoid attacks and beat Time Attacks!
> **Airtime:** Airtime measures your character's ability to stay airborne when they jump. One Airtime rank is equal to one round.

You have 9 Attribute ranks to split between the Attributes as you choose. You must have a minimum of 1 rank in each, and a maximum of 5.

STEP 4: Pick up to four Abilities for your character.
Abilities include the following. GMs should use them as a model when creating more, and should make sure a character's Species has appropriate physical features for their Attributes or have some substitute technology or power that grants the character access:

> **Glide:** A character with the Glide ability can triple their Airtime if they choose. A Gliding character descends slower than usual as they fall and travel farther.
> **Flight:** A character with the Flight ability can triple their Strength for the purposes of height when jumping.

Note that a character can combine the Glide and Flight Abilities.

> **Spin Dash:** A character with the Spin Dash ability can curl up into a ball and put on a powerful burst of speed. Travel at twice your usual Speed for 2 rounds or until you encounter an unbreakable obstacle/enemy. You have no control over your movement other than picking a direction in which to Spin Dash. Make a free attack against any enemy in your path during the Spin Dash. If you don't destroy them, you come to a stop and take automatic ring loss (they get to make a Strength roll compared to your Strength).
> **Power Attack:** A character with the Power Attack ability can sacrifice Speed when attacking to increase their Strength on the attack's Ring Loss roll on a 1-for-1 basis.
> **Spin/Whirl Attack:** A character with the Spin Attack ability can sacrifice Strength on an attack's Ring loss roll to increase their Speed when attacking on a 1-for-1 basis.
> **Ranged Attack:** A character with the Ranged Attack ability can attack a dis tant enemy by sacrificing Strength on a successful attack's Ring loss roll, at a rate of 1 point for each 10 feet of range between them and their foe.
> **Homing Attack:** A character with the Homing Attack ability reduces the Strength penalty for their Ranged Attacks by 1 point.
> **Leaping Attack:** A character with the Leaping Attack ability can attack at a range of up to 20 feet without penalty,

but the attack brings them into contact with the target and makes them vulnerable to responsive attacks.
Up the Walls: A character with the Up the Walls ability can move up to their Speed on walls and ceilings for the same duration as their Airtime, after which they will fall if they haven't reached a horizontal, right-way-up sur face on which to stand. They can jump from wall to wall while doing so.
Defy Gravity: A character with the Defy Gravity ability can move on vertical and upside-down surfaces. To continue this movement, they must maintain their maximum Speed. They may not jump during this movement, and are blocked or otherwise thwarted by 90° angles in their path.
Light Dash: A character with Light Dash can follow a path of rings, for any dis tance and over any surface (or lack thereof). They can break free of the path at any point, but then fall without control. Doing so over safe ground is advisable.
Stealth: A character with the Stealth ability can conceal themselves from view for a number of rounds equal to their Speed.
Climb: A character with the Climb ability can move up walls as though their Strength was their Speed. A character with the Climb ability can also remain in place on a wall.
Swim: A character with the Swim ability can swim for a number of rounds equal to their Strength at a speed equal to half their Speed before descending to the bottom of a watery area. A character without the Swim ability automatically sinks to the bottom. A character under water lasts for a number of rounds equal to their Strength ×4 before they drown.
Dig: A character with the Dig ability can dig into soft ground at half their usual Speed.
Hover: A character with the Hover ability does not have to travel along the ground and can ignore obstacles and attacks that are close to the ground. They can not hover over water or depths greater than 5 feet.
Chaos Control: A character with the Chaos Control ability can access the power of chaos within chaos emeralds to teleport. They can attempt to teleport even to a location unknown to them, though this is undeniably dangerous and they must still know the direction and distance of the desired location. A character without a chaos emerald can drain the chaos power in their rings to use Chaos Control: Doing so decreases their Ring count to 0. GMs have final say on the capabilities of Chaos Control, and are advised to carefully consider allowing its use by PCs.
Time Stop: A character with the Time Stop ability can access the power of chaos within chaos emeralds to momentarily "pause" time (in actuality, the character simply achieves super speeds so fast that for all intents and purposes those around them "stop" and cannot discern the character, let alone act). Time Stop lasts for a number of rounds equal to the character's Speed, in which they can act as normal while no-one else can. A character without a chaos emerald can drain the chaos power in their rings to use Time Stop: Doing so decreases their Ring count to 0. GMs are advised to carefully consider allowing its use by PCs.

You may choose to pick less than four abilities, and instead increase one of your character's Attributes by 1 for each ability pick you don't spend. You may increase the Attribute above the maximum of 5 using this method.

STEP 5: Randomly determine your initial Ring count. This is equal to 10 + d10, resulting in a number between 11 and 20.

A character's Ring count is equivalent to Health in many other RPGs. As long as a character has Rings, they are protected from harm. Once they are reduced to 0 rings, even one further attack can finish them off.

A GM might want to consider setting an upper limit of Rings that each character may hold at once. A recommended amount is 100 rings.

STEP 6: Describe your character. Create a

profile of your character, including physical description, personality, intelligence levels, justifications for their Attribute ranks and abilities, an explanation of how they came to possess their rings, and answer the question of why they are on the path of the hero.

Playing the Game

What follows are the rules that govern a game of *Sonic the Hedgehog*:

The Ten-Second Rule

Sonic the Hedgehog is a game of fast-paced, frenzied action. To represent this, it is recommended if not required that GMs impose the following rule: When it is a player's turn to declare their PC's action, they have only 10 seconds (real-time) in which to state it. If they dally too long, their chance is gone. This will encourage players get into the speedy spirit of the game, thinking fast (or at least thinking ahead).

The Round

During character creation you will have seen numerous references to "rounds". A round is a unit of time equal to 3 seconds (in-game, not real-time). Mostly useful in combat, the limitations of rounds can also help a GM determine the capabilities of an Ability.

Challenges

Every action you attempt in a game of *Sonic the Hedgehog* is known as a Challenge. Many Challenges aren't actually particularly challenging, and the character is assumed to automatically succeed. If the GM decides a task is notably difficult or taxing, they may ask a player to make a Challenge Roll.

A Challenge Roll is a 1d10 roll to which the player adds their character's Strength, Speed, or Airtime ranks. Their roll has to beat a Challenge Difficulty set by the GM in order for them to succeed. If their roll equals the Challenge Difficulty they succeed, but not entirely. If their roll is lower than the Challenge Difficulty they fail.

For example: If a character is attempting to jump on to a high ledge, a success would indicate they reach the ledge, a roll equal to the Challenge Difficulty might indicate a bad landing in which the character slips or that they only manage to grab hold of the ledge, and a failure would mean the character falls.

Optionally (GM's ruling), rolling a 1 could mean that the character has botched the attempt in a far worse manner than simple failure.

Example Challenge Difficulties	
Challenge Difficulty	**Ease**
5	Easy
10	Moderate Challenge
12	Difficult Challenge
14	Taxing Challenge
16	Amazing Challenge
18	Incredible Challenge

Opposed Challenges

Two characters can act in opposition to each other. When this happens they make Opposed Challenge Rolls.

Both players (or the player and GM) make their roll: The highest wins the Challenge. A draw is a draw.

For example, Dash the Hedgehog and Bruiser the Warthog are arm-wrestling. Dash rolls 1d10 and gets a 7, adding his Strength score of 2 for a total of 9. Bruiser rolls 1d10 and gets a 5, adding his Strength score of 5 for a total of 10. Bruiser wins the Challenge.

Opposed Challenge Rolls do not necessarily have to be the same Attribute for each character. It's perfectly possible for a character to oppose another character's Speed with their Strength, where applicable.

Teamwork Challenges

Multiple characters can work together to overcome an obstacle, if teamwork is possible (GM's ruling). Each assisting character adds half their relevant Attribute, rounded down, to the roll.

Of course, as they say, "too many cooks spoil the broth". If the Teamwork Roll is a failure, the effort is botched in some suitably vexing manner (normally a Challenge Roll would only be botched on a roll of 1).

Combat

At the start of combats, all players should roll initiative for their characters. This is a Speed roll, which determines the order in which characters act during the combat. If characters draw, compare their individual Speed scores. Some combats start so suddenly (see the below example for a, well, example of this) that initiative rolls aren't necessary.

The time it takes all participants to act once in a combat is equal to a round. Characters can make any actions they would normally do in combat, as well as attack actions. A character can also opt to go on the Defensive for the round, a special action that doubles the character's Speed for the purposes of their opposed rolls when attacked. Defensive characters can undertake no other actions in the round.

When attacking another character, both characters make an opposed Speed roll.

For example, Dash doesn't take his loss well and insults Bruiser, who then attacks the hedgehog. Bruiser rolls 1d10 and gets a 3, adding his Speed of 3 for a total of 6. Dash rolls 1d10 and gets a 4, adding his Speed of 4 for a total of 8. Dash wins the Challenge, and Bruiser's attack misses.

If an attack hits, the next step is to determine the defending character's Ring loss. This is achieved by making a Strength roll compared to the defending character's Strength. A character always loses a minimum of 1 ring from a successful attack, regardless of their roll.

For example, it is now Dash's turn to attack. He rolls 1d10 and gets a 5, adding his Speed of 4 for a total of 9. Bruiser rolls 1d10 and gets an abysmal 1, adding his Speed of 3 for a total of 4. Dash wins the Challenge, and gets to cause Bruiser to lose some Rings! He rolls 1d10 and gets a 6, adding his Strength score of 2 for a total of 8. This is compared to Bruiser's Strength score of 5, and results in Bruiser losing 3 Rings.

An attack cannot reduce a character's Ring count to below 0, and the attacker does no special damage for removing more rings than the defender possesses.

A successful attack on a character with no rings automatically KOs (Knocks Out) them. They are not necessarily dead (although they may soon be, if they were mid-jump, or their enemy is smart enough to finish them off, or in any number of scenarios).

Stages

A *Sonic the Hedgehog* game is divided into sections known as Stages. Stages are similar to Adventures in other roleplaying games. Each Stage is a self-contained set of challenges, fights, and story elements, which may or may not link with other Stages. A GM can choose to treat each Stage as a new story, or create a plot spanning multiple Stages, or their game may fall somewhere between these two extremes.

Stages should appeal to your players: If they love triumphing in combat, give them more opponents; if they revel in story elements, focus on conversations and negotiations; if they're problem solvers, give them puzzles. Most groups contain a mix of player types, so a good Stage will generally include a bit of everything to give everyone a chance to shine. Of course, since this is the Sonic RPG it's a fair bet you and your players are after fast-paced, exciting action.

You should also populate Stages with a number of rings to pick up (100 is a good amount) and power-up items.

Characters receive experience at the end of each stage. A typical stage might be worth between 500-1,000 experience (see Experience, later, for a breakdown on where these Experience points might come from), including Missions.

Missions

Optionally, a GM may structure a Stage as a Mission. Characters undergoing a Mission have specific goals to achieve, and gain extra experience if they manage to do so.

Alternatively a player may take it upon themselves to undergo a Mission.

Example missions could include (use these as

models when creating more):

Time Attack: The Stage may be completed normally, but in order to gain extra experience the Mission must be completed within 4 real-time hours or the Mission's recommended/playtest time, whichever is less. There may or may not be story elements associated with success or failure (*For example: The characters have to stop Robotnik from completing his mind control machine*).
Complete Clear: The Stage can be completed normally, but in order to gain extra experience the character must take part in the defeat of all enemies in the stage, assist in overcoming every obstacle, and help solve every puzzle. There may or may not be story elements associated with success or failure (*For example: If the characters fail to eliminate all the Badniks in the area, they will self-reproduce and terrorize the locals once more*).
Secret Location: The Stage may be completed normally, but in order to gain extra experience the character must find a secret location hidden somewhere in the Stage. There may or may not be story elements associated with success or failure (*For example: By completing the Stage the characters can temporarily thwart Robotnik, but they only delay him for a short time unless they can find and destroy his secret control room*).

Experience

The following rules allow a character to develop over time and through the experiences they overcome:

Award 1 experience for each ring the characters pick up between them, divided equally between the group.

Each enemy is worth 5 + the number of Rings they possessed in experience, divided between the amount of characters who helped fight them. Share this final value between the characters who helped fight them.

Award 10 experience for every puzzle or challenging social situation the characters overcome, shared between the characters who took part.

Multiply all the experience awarded to each individual character for the Stage by 1.5 if they successfully completed a Mission. Successfully completing two Missions is worth ×2, and the successful completion of 3 is worth ×2.25.

Always round down.

Experience can be spent in the following ways:

Spending Experience	
Use	**Experience Cost**
Attribute Increase (maximum 9 ranks in each)	2,500 × next rank. Cumulative costs.
New Ability	10,000

Power Ups

The following Power Ups exist in the Sonic the Hedgehog game. A GM can use them as examples for creating more.

Invincibility: An invincible character cannot lose rings for 5 rounds.
Speed Boots: A character with Speed Up moves at double their usual Speed for 5 rounds.
Shield: A character with a shield loses no rings from the next successful attack made against them.
Fire Shield: Identical to Shield. In addition, a character with a fire shield deals 5 ring damage extra against any opponent they hit (unless the GM rules they're immune to fire), and gains the ability to make a Leaping Attack if they couldn't already.
Water Shield: Identical to Shield. In addition, a character with a water shield can bounce (1½ × their Airtime) and breathe underwater.
Lightning Shield: Identical to Shield. In addition, a character with a lightning shield deals 5 ring damage extra against any opponent they hit (unless the GM rules they're immune to electricity), and all rings within 10 feet gravitate towards them (the rings take a whole round to reach the character, and can be intercepted by other characters).
Chaos Emeralds: The rare and coveted chaos emeralds are full of chaos power. A character in possession of a chaos emerald can do almost anything, from power machinery to access Chaos Control. If certain characters gather together all seven Chaos Emeralds, they can

transform into super forms. This is best left as a story device rather than an ability, and the effect should be determined by the GM. At least, changing into Super form should double the character's Attributes and the effectiveness of their Abilities. Super form drains Rings at a rate of 1 per round. In canon, Sonic and Shadow possess this ability.
Sol Emeralds: Introduced in Sonic Rush, in which two parallel universe converge, the Sol emeralds are similar in function to Chaos Emeralds. Blaze the Cat, a native of the other universe, can use the collected Sol Emeralds to take on Super form.

Other Stage Features

Include…
Springboards: x2 or more to Airtime!
Loop-de-loops: Only passable at top-speed and with the Defy Gravity ability. Loop-de-loops can take characters up, down, and around!
Speed-Up Platforms: x2 or more Speed for several rounds or until an obstacle is reached.
Buffers: Characters bounce back off buffers when they hit them.
Spikes, Spiked Balls, Flames: Characters unfortunate enough to fall into or otherwise encounter the business end of a trap such as these automatically takes damage. Treat the trap as though it has a Strength score of at least 5 or 10, depending on how deadly you want it to be, and roll d10 as normal.

Example Characters

The example characters here are reproduced using the initial character creation rules, and can be picked up and played immediately.

Sonic the Hedgehog



Strength: 2
Speed: 5
Airtime: 2

Abilities: Spin Dash, Leaping Attack, Defy Gravity , Light Dash

Rings: 15

Miles “Tails” Prower



Strength: 2
Speed: 3
Airtime: 4

Abilities: Flight, (Twin Tails), Spin Dash, Spin Attack, Defy Gravity

Rings: 15

Knuckles the Echidna



Strength: 4
Speed: 3
Airtime: 2

Abilities: Glide, Power Attack, Climb , Defy Gravity

Rings: 15

Shadow the Hedgehog



Strength: 2
Speed: 5
Airtime: 2

Abilities: Spin Dash, Leaping Attack, Defy Gravity, Chaos Control

Rings: 15

Amy Rose



Strength: 6 (Her hammer hurts!)
Speed: 3
Airtime: 2

Abilities: Power Attack, Defy Gravity

Rings: 15

Cream the Rabbit & Cheese the Chao



Strength: 2
Speed: 3
Airtime: 4

Abilities: Flight (Ears), Ranged Attack (Cheese) , Homing Attack (Cheese) , Defy Gravity

Rings: 15

Rouge the Bat



Strength: 4
Speed: 3
Airtime: 2

Abilities: Glide, Power Attack, Climb, Defy Gravity

Rings: 15

Charmy Bee



Strength: 1
Speed: 4
Airtime: 5

Abilities: Flight, Hover, Climb, Defy Gravity

Rings: 15

Espio the Chameleon



Strength: 3
Speed: 4
Airtime: 2

Abilities: Up the Walls, Stealth, Spin Dash, Defy Gravity

Rings: 15

Vector the Crocodile



Strength: 5
Speed: 3
Airtime: 2

Abilities: Power Attack, Swim, Defy Gravity

Rings: 15

Bark the Polar Bear

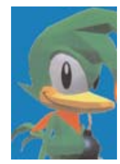


Strength: 5
Speed: 3
Airtime: 3

Abilities: Power Attack, Defy Gravity

Rings: 15

Bean the Duck



Strength: 2
Speed: 3
Airtime: 4

Abilities: Power Attack, Flight , Ranged Attack (Explosives), Defy Gravity

Rings: 15

Nack the Weasel



Strength: 4
Speed: 3
Airtime: 2

Abilities: Ranged Attack (Gun), Homing Attack, Power Attack, Defy Gravity

Rings: 15

Mighty the Armadillo

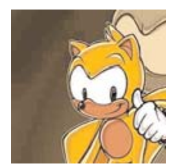


Strength: 7
Speed: 2
Airtime: 2

Abilities: Power Attack, Defy Gravity

Rings: 15

Ray the Flying Squirrel



Strength: 3
Speed: 4
Airtime: 3

Abilities: Glide, Spin Dash, Defy Gravity

Rings: 15

Big the Cat



Strength: 5
Speed: 2
Airtime: 2

Abilities: Power Attack, Swim, Ranged Attack (Fishing Rod), Defy Gravity

Rings: 15

Blaze the Cat



Strength: 3
Speed: 4
Airtime: 2

Abilities: Whirl Attack, Ranged Attack (Fireball), Defy Gravity

Rings: 15

E-102 Gamma the Robot



Strength: 4
Speed: 3
Airtime: 2

Abilities: Power Attack, Hover, Ranged Attack (Gun), Defy Gravity

Rings: 15

E-123 Omega the Robot



Strength: 5
Speed: 3
Airtime: 2

Abilities: Power Attack, Hover , Defy Gravity

Rings: 15

Running a Sonic the Hedgehog Game

A game of *Sonic the Hedgehog* is all about high speed action, exciting combats, crazy stunts, and dramatic plots. If you look at the example Stage later in this section, you will notice that the Stage map appears fairly barren of features. A woodland Stage could easily include cliffs, water, bridges, steep slopes, loop-de-loops inside hollow trees, springboard branches, and many more features. The lack of these is because the map is merely a rough guide. If you've played a Sonic game you'll know that a typical Stage is packed full of features on multiple levels and paths. On a singe run-through of a level, you might easily miss 2/3rds of the content. Instead of trying to replicate this complexity, it is best to detail only the primary path. As you describe the players' current surroundings to them, you should feel free to add levels of detail that might lead to other paths of exploration (and other features, power up items, and enemies) on the fly. A *Sonic the Hedgehog* GM should be as quick-thinking as their players are expected to be: Lose yourself in the game experience and enjoy where your impulsive players take you!

That said, you don't have to make it all up as you go along, unless you have the confidence to do so. Come up with your plot in advance, and make a note of Stage features and power-up items you'd like to include in the Stage. Then as the PCs trail-blaze an un-detailed path through your Stage you'll have plenty to populate it with. Similarly you may wish to stat out a selection of appropriate Enemies, preferably with a varied set of Abilities, to test the fighting styles of the PCs and the ingenuity of your players to the limit.

Never hesitate to throw in a seemingly unimportant detail if it occurs to you: The fact that a vine hangs down from the branch of one of the nearby trees might seem like a non-issue, but it becomes an invaluable asset to a PC who cannot fly if they need to reach a flying badnik!

With all the above taken into account, designing new Stages is far more like an Art than a Science. A better analogy might be cooking - you don't necessarily need a recipe, sometimes you just have to know what ingredients you want and what you need in the end, with a fair dash of inspiration thrown into the mix.

If you're preparing to run a game of *Sonic the Hedgehog*, the chances are pretty good that you're already familiar with at least a selection of the video games. If that isn't the case, I strongly recommend picking up copies (the old ones are available for emulators). At the least, you might want to familiarise yourself with the settings and plots that have been used in the various games, comics, and cartoons released over the years. You can find guides to such things online: To start you off, there is plenty of Sonic-related material to be found on www.wikipedia.org.

Enemies

Enemies require no special rules, and should be built in the same way as normal characters. Most badniks/robots cannot use Rings, and thus have only one "life". Once they are successfully hit, they are destroyed. Others are considerably more powerful, although they still don't use Rings. They should be given a number of Rings regardless, although for clarification you might consider renaming Rings as "Energy" or "Armour" in the case of bots.

Most living foes can use rings, though again some do not - human soldiers and Eggman, to name but two examples. Eggman probably would only require one hit to take down… if it weren't for the fact that he's always encountered at the controls of a powerful machine designed to significantly boost his combative abilities.

To design foes suitable to the abilities of the PCs, look at their Attributes and Abilities.

A character with less than half the Attribute ranks of your PCs is probably going to be useless against them.

A very easy foe will have roughly half the Attribute ranks of your PCs. These will have to attack the PCs in groups to provide much of a challenge.

A foe with similar Attributes to your PCs is a bit more of a challenge. They may not be able to stand up to a group, but they will probably reduce the Ring counts of one or two PCs

before they're beaten, as long as they have some Rings of their own.

A foe with Attributes a few ranks higher than your PCs is an appropriate challenge, even against a group. Again, they're likely to lose, but they can probably do significant damage before they're defeat. A foe of this nature would make a good Boss Fight after a hard Level has drained a deal of the PC's Rings, or at the end of an easier level with some lower-powered allies.

Badniks with no Rings can be a lot more powerful than the foes listed above if you want them to be challenging - as they have no Rings they need high Attributes to make an impact.

Note that an enemy with Abilities is more powerful than most, but in many cases not significantly so, at least from a statistical point of view. Ability benefits that enemies can take advantage of are largely situational, especially as the PCs enjoy access to many Abilities themselves.

<u>Example Stage for beginning characters: The Deep Woods</u>

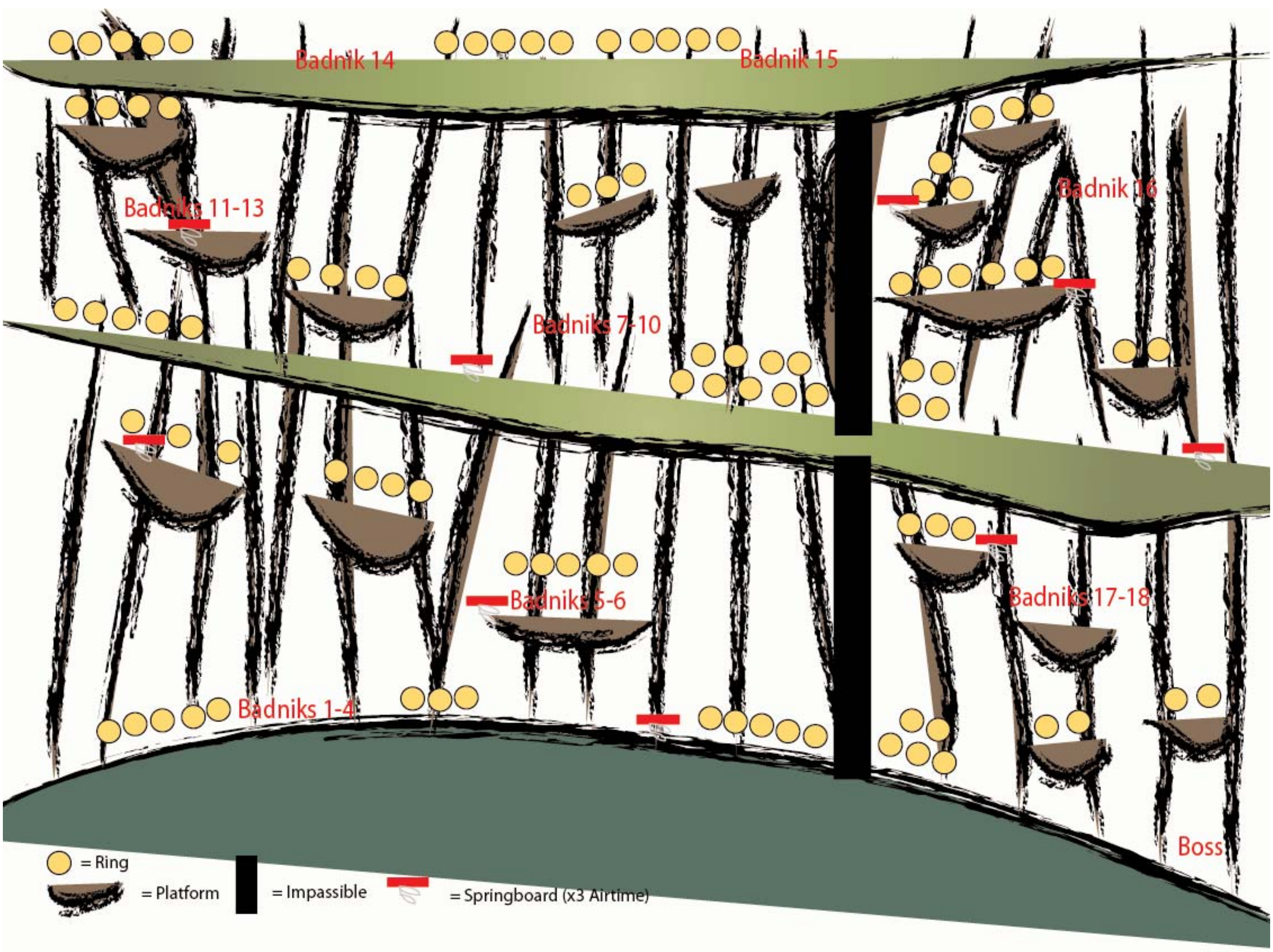
The characters have been lounging around, eating hot dogs and nachos, and all the other good honest foodstuffs heroic anthropomorphs require to keep their energy levels high. Just as they are about to doze off, a great rumbling shakes the woods and Eggman's Sky Fortress flies overhead! No rest for the freedom fighters, it seems: Eggman's robots begin falling from the fortress to claim the woods for their fat, egg-scented master. They must be stopped!

Badniks 1-4, 5-6, 11-13, 14, 15, and 17-18: Bug-shaped badniks, with large, sharp pincers. They are old, inefficient models: Inside each is a helpless animal. The characters need to be careful not to hurt the prisoners.

Strength: 5
Speed: 3
Airtime: -

Abilities: Hover, Power Attack

Armour (Rings): 5



Badniks 7-10, and 16: Wasp-shaped badniks, each with a "stinger" that fires bullets. Make sure to make the PC's lives difficult by making the most of the badniks' Flight and Hover abilities.

Strength: 3
Speed: 5
Airtime: 8

Abilities: Flight, Hover, Power Attack, Ranged Attack

Armour (Rings): 0

Boss: The lead robot here is a large, axe-wielding creation designed by Eggman to efficiently log the trees for lumber to use in the construction of the city he plans to build here. The robot's giant axe and powerful build also make it very good at defeating rebellious individuals. When the characters come across it, it is in the centre of a large clearing of stumps and felled trees. Consider letting the players (and yourself) be creative with this scenery if they can.

Strength: 6
Speed: 4
Airtime: 4

Abilities: Hover, Power Attack, Leap Attack

Armour (Rings): 30

In Conclusion

This is the first time I've ever done the 24-hour RPG challenge. Even for something as short as this, 24-hours is a high pressure deadline when these few pages have to include a well thought-out, easy and fun to use game mechanic. It is an endeavour for the confident or foolhardy. I feel sure as I write this at 7:40 am, blinking blearily at the screen with my brain slowly giving up on me, that I must have been the latter.

And yet, thanks to a solid run, a lot of inspiration, and a lack of sleep, I've done all that I want to do with this system in well under the time limit. Sure, perhaps I could make some detailed analysis of common Challenges and the appropriate Attribute to use for each, but there are only three of the things and they're well-defined enough that overlap is extremely unlikely. It should be clear to a GM which they should use as and when situations come up in-game. As it is the material included in this document covers the capabilities of *Sonic the Hedgehog* characters well, and most importantly simply. A simple and fluid mechanic was key in my design philosophy for this project: *Sonic the Hedgehog* is after all a game of speed.

What of the future for this RPG? I'm not sure. I am pleased with the product, and it's possible I'll work on expanding it beyond its 24-hour RPG beginnings in days to come. Since this "core book" is pretty comprehensive, however, all that would likely be is source material, so it's probable I won't: Background info on *Sonic the Hedgehog* characters and plots is ridiculously easy to find. Google it, and it will come.

Of course, an Enemies expansion would be extremely useful… I may have to schedule some research gaming in the near future.

Thank you for taking the time to read this RPG, I hope you liked what you saw and might get some enjoyment out of it in the future!

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